

# BATTLES OF NAPOLEON™

56 12/02

HALF PRICE BOOKS

\$ 98

A CONSTRUCTION SET



APPLE

5 1/4" disk

• Disk for Apple II+, IIe, IIc and Iigs I  
with 64K minimum.



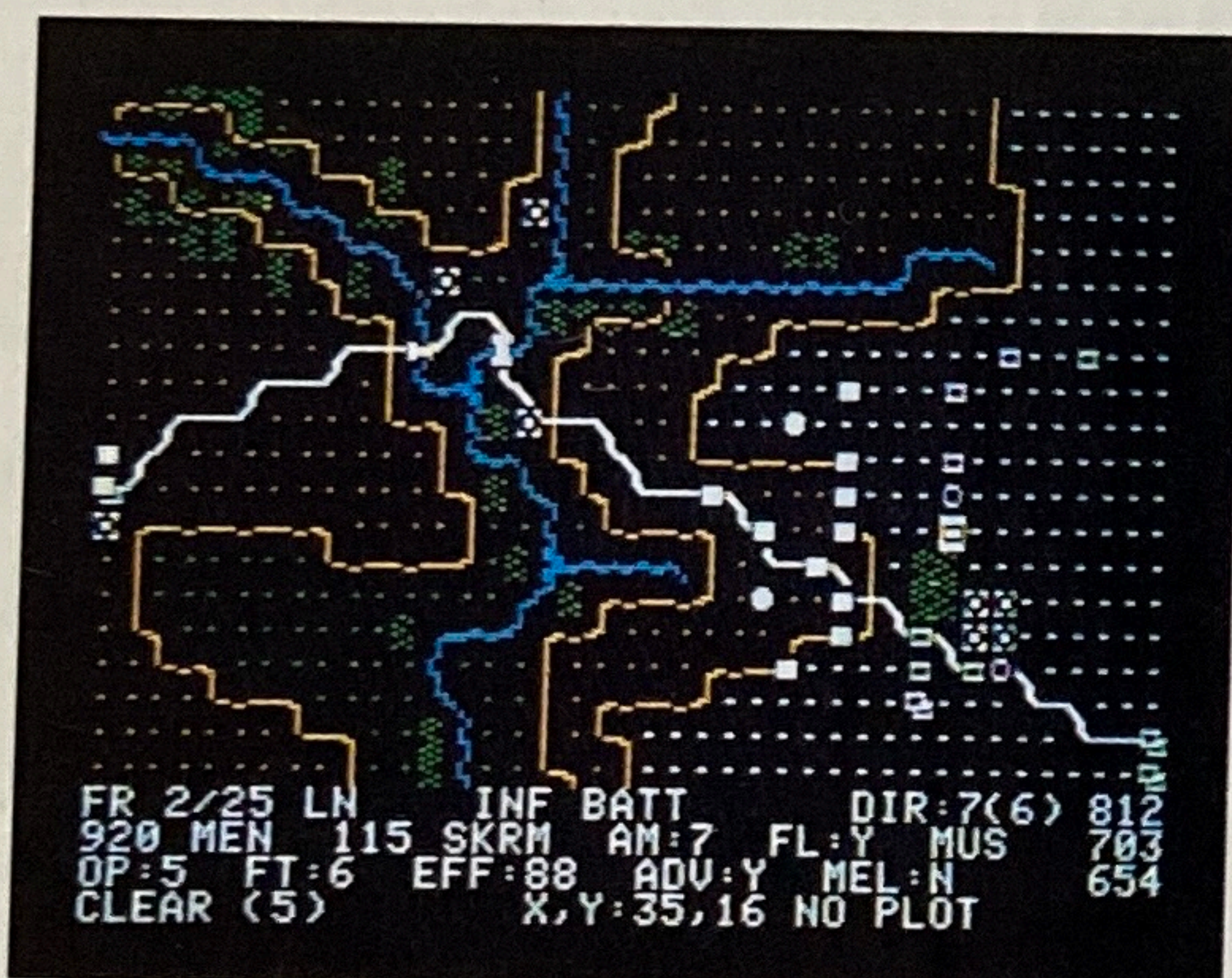
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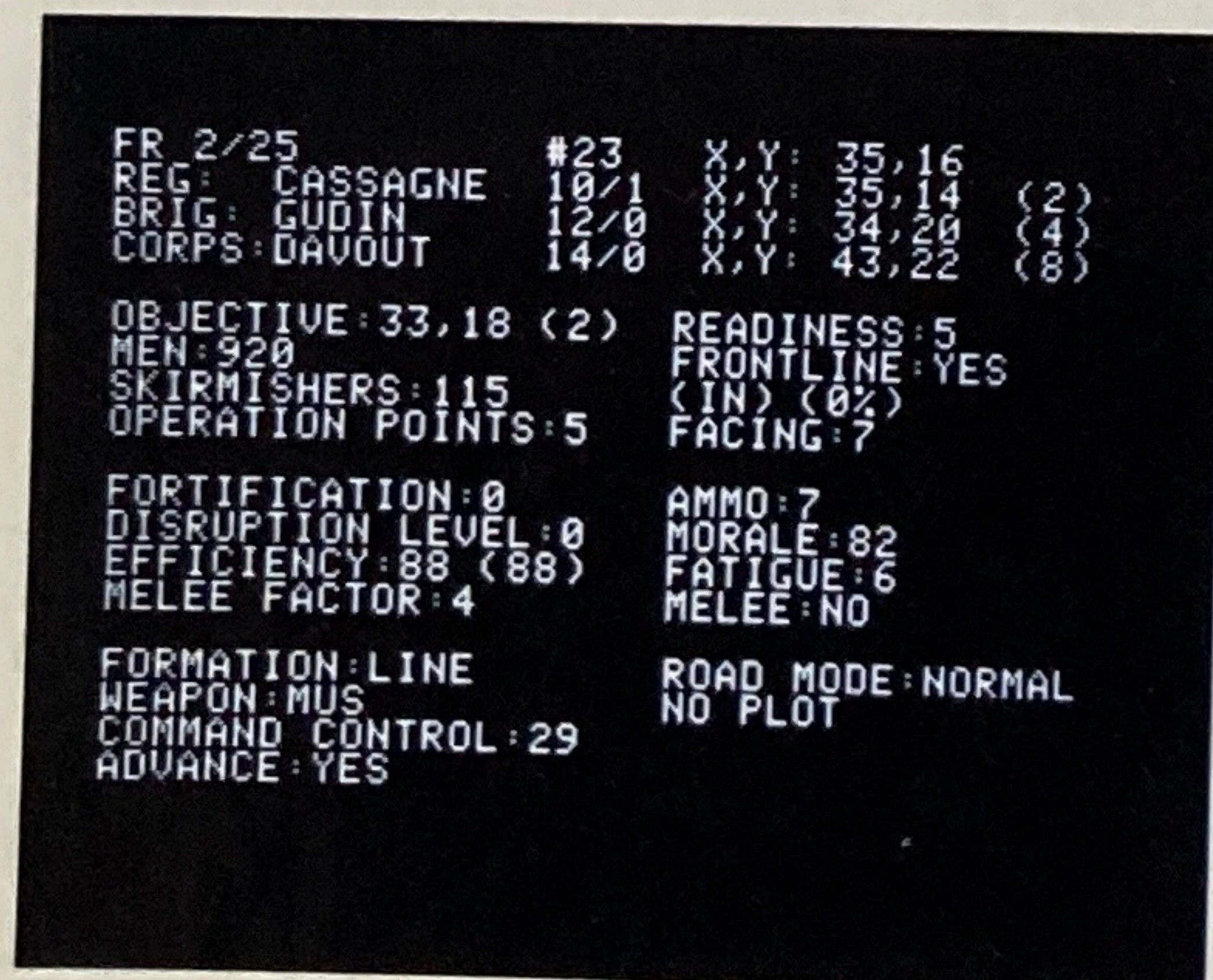
# Reconstruct *any* Napoleonic battle from the pages of history ...or your imagination!



*Tactical view of the Battle of Borodino in progress.*



*Strategic-map view of the Battle of Auerstaedt.*



*Unit statistics of a French battalion in the Battle of Auerstaedt.*

BATTLES OF NAPOLEON allows you to simulate practically any Napoleonic engagement on a detailed, tactical level. How? By giving you all the tools to create any battle of that historic era.

BATTLES OF NAPOLEON is a superb advanced wargame — and a full-blown construction set.

Use the computer to generate random maps, then modify them as you choose. Or start from scratch by building your own maps, square-by-square (each representing 100 yards). Your terrain options include five levels of elevation, woods, roads, fields, swamps, water, towns and redoubts. Create your own armies or adjust the armies provided to suit your exact specifications: number of men, type of units, weapons and nationality. Rate your units for melee strength, leadership and morale.

The construction-set features enable you to change game parameters such as the weapons tables, fire/terrain modifiers, and other important values. You can literally make any game you can imagine!

Want to bypass the design phase and jump right into action? Simply choose from the many pre-made scenarios, such as Waterloo, Quatre Bras, Auerstaedt and Borodino.

If your idea of fun involves skirmishers, cavalry charges and infantry squares, look no further than BATTLES OF NAPOLEON!

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NAPOLEON AP



# BATTLES OF NAPOLEON

A CONSTRUCTION SET



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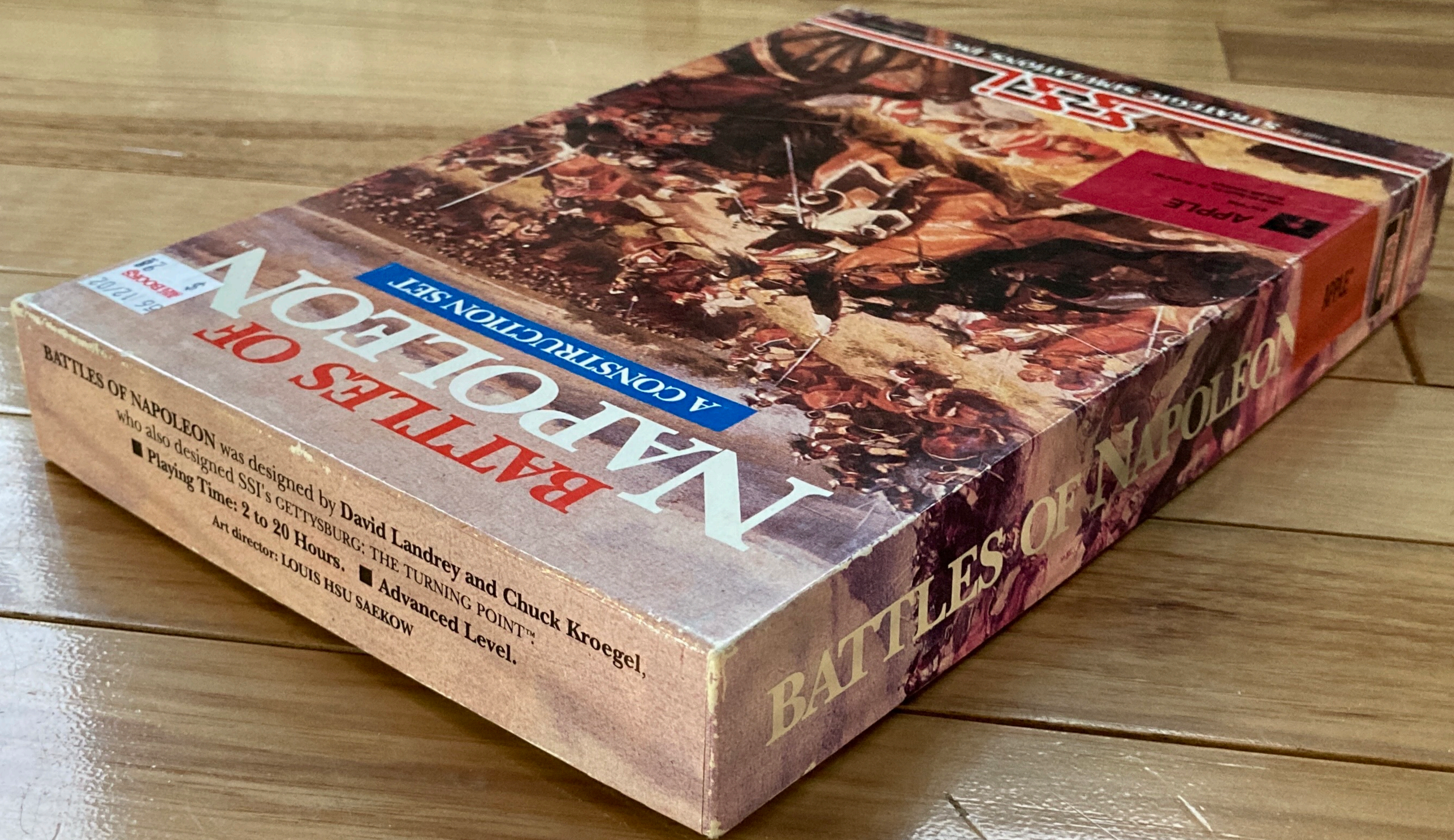
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- Re-create any Napoleonic battle - real or imaginary.
- Each square on the map represents 100 yards.
- Use the construction-set features to change game parameters such as the weapons tables, fire/terrain modifiers, and other important values in the game.
- For one or two players.

- Design your own battles with a powerful editor that allows you to make maps and armies with a variety of command structures and sizes.
- Game includes cavalry charges, skirmishers, square and line formations, and every combat formation that participated in the Napoleonic battles.

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BATTLES OF NAPOLEON was designed by David Landrey and Chuck Kroegel,  
who also designed SSI's GETTYSBURG: THE TURNING POINT™.  
■ Playing Time: 2 to 20 Hours. ■ Advanced Level.  
Art director: LOUIS HSU SAEKOW







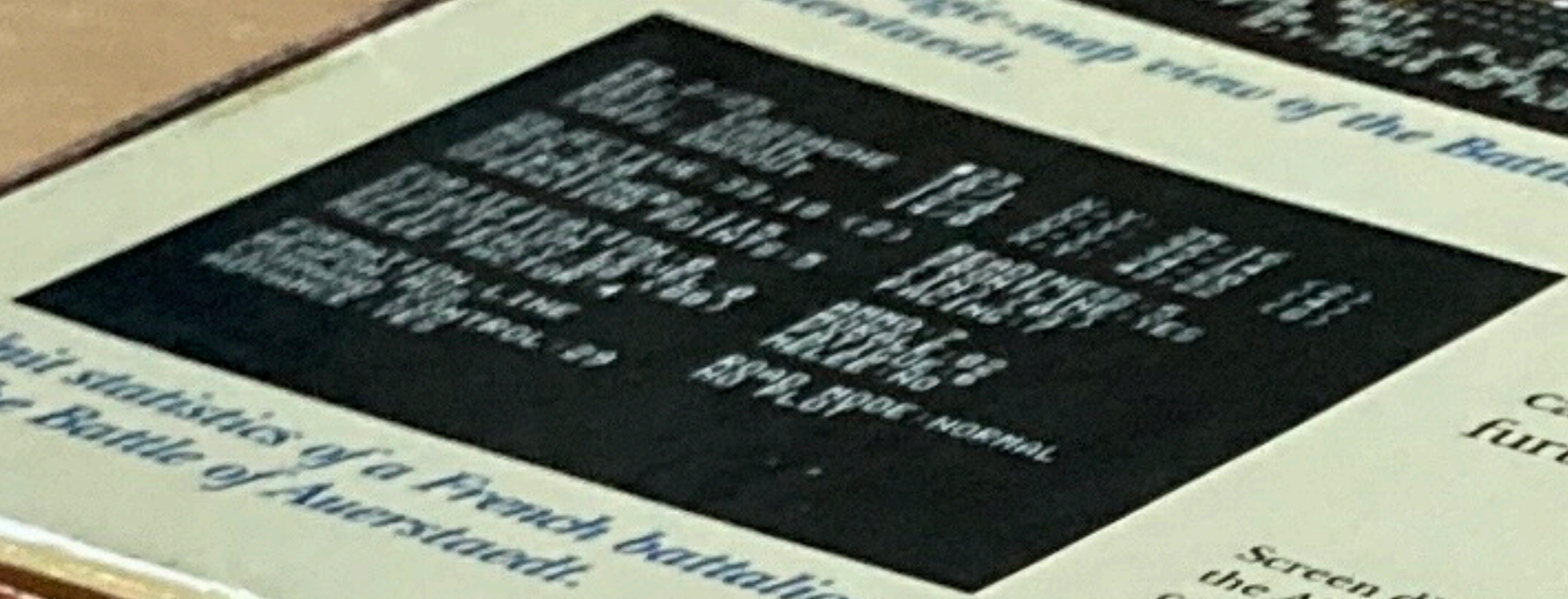
# Reconstruct any Napoleonic battle from the pages of history! ...or your imagination!



Top-down view of the Battle of Austerlitz.



Strategic map view of the Battle of Austerlitz.



Unit statistics of a French battalion in the Battle of Austerlitz.

BATTLES OF NAPOLEON allows you to witness any Napoleonic battle. Napoleonic engagements are presented in a detailed, tactical level. Follow the action from the ground to the sky.

BATTLES OF NAPOLEON is a superbly advanced computer game and a full-blown construction set. Use the computer to generate random maps, then modify them as you choose. Or start from scratch by building your own maps, square-by-square. (Each representing levels of elevation, woods, roads, fields, swamps, water, towns and redoubts. Create your own armies or adjust the armies provided to suit your exact specifications: number of men, type of units, weapons and nationality. Rate your units for melee strength, leadership and morale.)

The construction-set features enable you to change game parameters such as the weapons tables, fire/terrain modifiers, and other important values. You can literally make right into action? Simply choose from the many pre-made scenarios, such as Waterloo, Quatre Bras, Austerlitz and Borodino. If your idea of fun involves skirmishers, cavalry charges and infantry squares, look no further than BATTLES OF NAPOLEON!

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Recreate any Napoleonic battle - real or imaginary. Each square on the map represents 100 yards. Use the construction-set features to change game parameters such as the weapons tables, fire/terrain modifiers, and other important values in the game. For one or two players.

Design your own battles with a powerful editor that allows you to make maps and armies with a variety of command structures and sizes. Game includes cavalry charges, skirmishes, squares and line formations, and every combat formation that participated in the Napoleonic battles. Re-create any Napoleonic battle - real or imaginary. Each square on the map represents 100 yards. Use the construction-set features to change game parameters such as the weapons tables, fire/terrain modifiers, and other important values in the game. For one or two players.

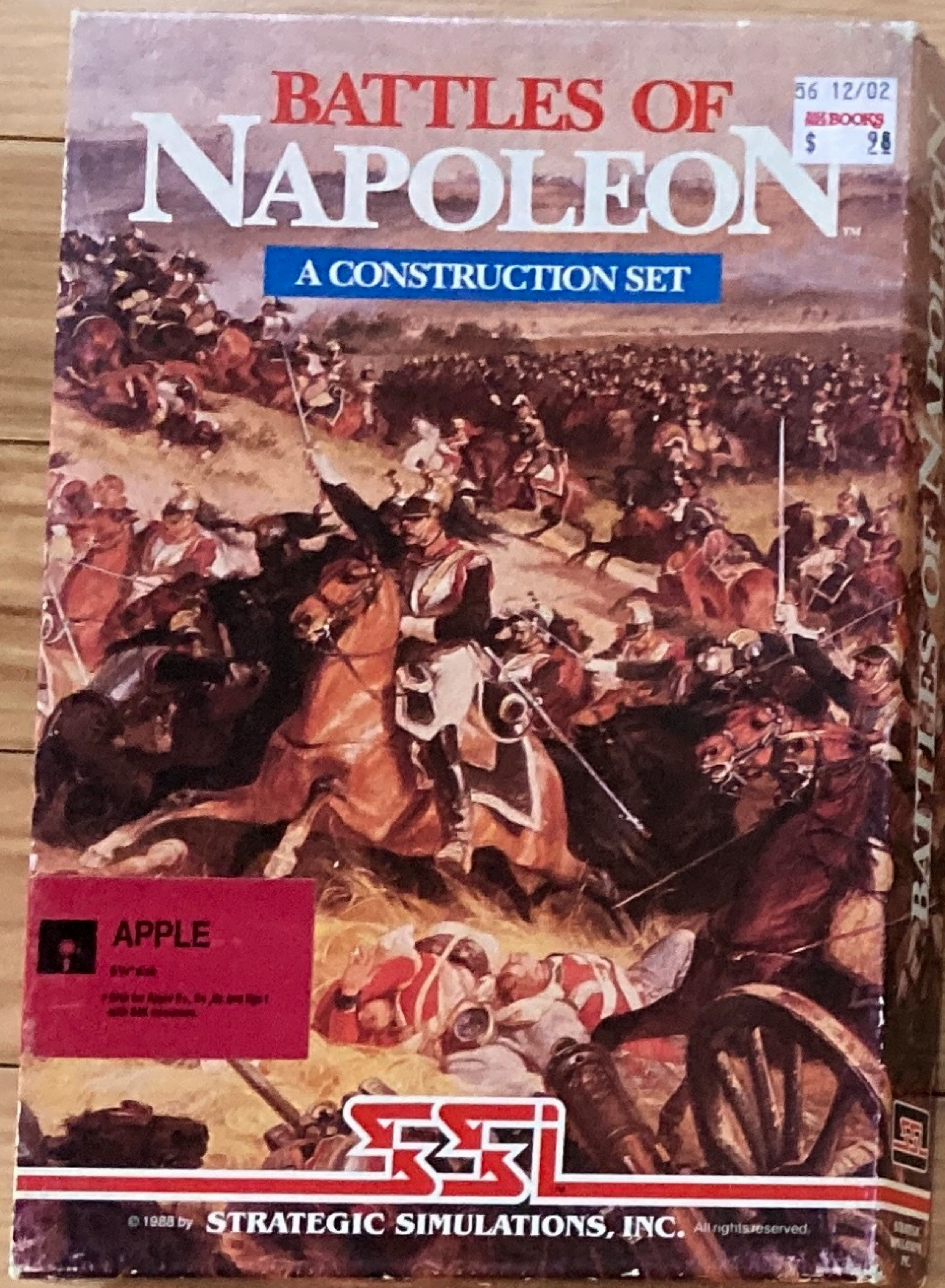












## Reconstruct *any* Napoleonic battle from the pages of history ...or your imagination!

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### BATTLES OF NAPOLEON Army Building Guidelines

Before you begin building an army for a specific scenario, quite a bit of thought should go into the layout and composition of the army. The leader structure must be defined, the units must be listed out with all of their information, and the names of both the units and the leaders must be considered because of the maximum character limit. Only at this point can you really begin the task of inputting the army into the Editor portion of the program.

The first step should be deciding what the armies involved will look like. Below is a sample of headings that you could put on a piece of paper in order to have the information you will need to enter into the Editor. Not all of the columns of information can be filled out until you have your leader structure defined, which is the next step. Initially, you should fill out all of the information that you can, and then go on to the leader structure.

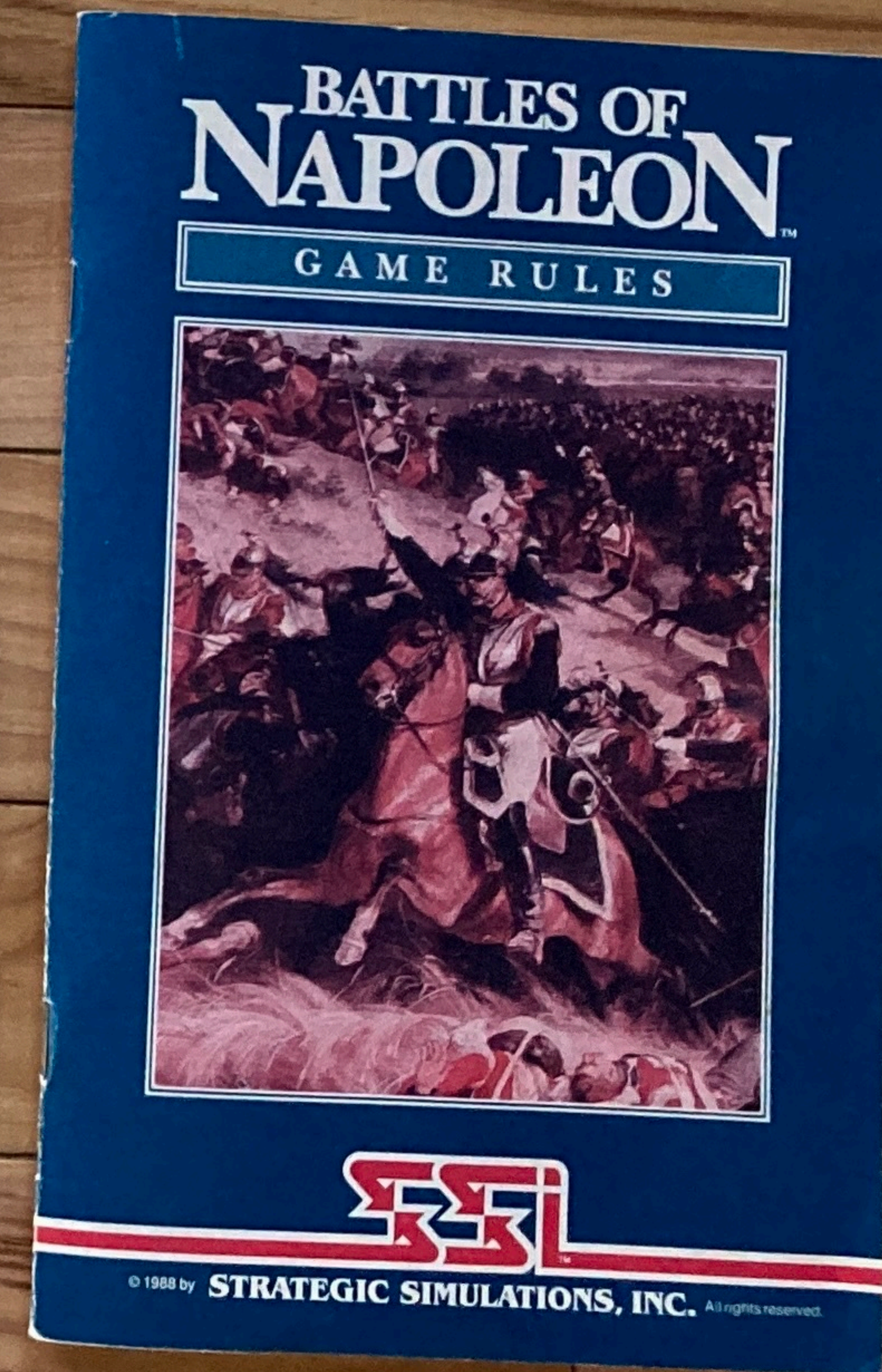
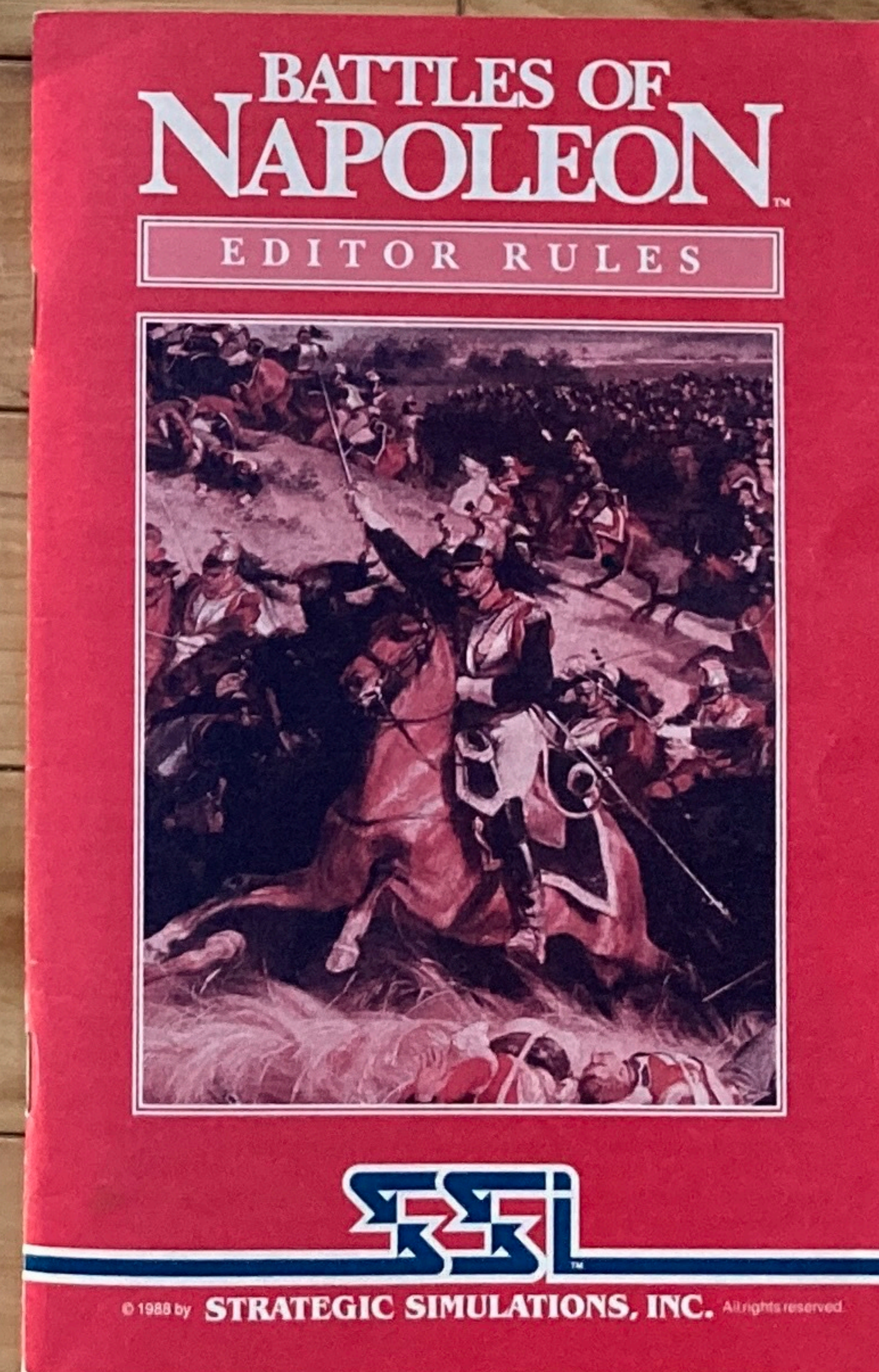
Here is the heading that you should put on your army design form:

**UNIT# NAME T1 T2 T3 MEN SKRM EFF MEL MOD WPN NAT MAX WLD PTR TURN XY**

The columns go as follows: UNIT # is the unit number (0-89 for French and 90-179 for Allied); NAME is the unit name; T1 is Type 1 (as per pg 17 of the Editor Rules); T2 is Type 2; T3 is Type 3; MEN is simply the number of men in the unit; SKRM is the number of skirmishers in the unit (if the unit is to be a Light (LT) unit, this number should be equal to the number of MEN); EFF represents the starting efficiency of the unit; MEL is the melee factor; MOD is the Op Point modifier; WPN is the weapon number; NAT is the nationality of the unit; MAX is the maximum efficiency of the unit; WLD is the number of the leader (from 0-59) that the unit has attached to it (61 if the unit has no attached leader); PTR is the number of the leader that the unit reports to (61 if the unit has no attached leader); TURN is the number of the leader that the unit arrives on the map (units with a TURN of 0 or 1 will start the game on map); X,Y is the x,y coordinate on the map that the unit starts on or arrives as a reinforcement on.

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- What game is this card from?
- What computer version was purchased?
- Which disk format was used?  
☐ 5 1/4" ☐ 5 1/4"
- Please rate the following aspects of the game (9 = excellent, 1 = poor):  
 Playability 9 8 7 6 5 4 3 2 1  
 Realism 9 8 7 6 5 4 3 2 1  
 Excitement 9 8 7 6 5 4 3 2 1  
 5. Please comment on this game. Include games you would like to see in the future.
- How many other SSI games do you own?  
 1) ☐ friend ☐ magazine ad  
 2) ☐ friend ☐ magazine ad  
 3) ☐ SSI catalog ☐ other
- If magazine ad, which magazine?
- Where did you purchase this game?  
 1) ☐ computer store 5) ☐ department store  
 2) ☐ software store 6) ☐ SSI direct  
 3) ☐ hobby store 7) ☐ other mail order  
 4) ☐ bookstore 8) ☐ other
- Name, city, and state of store where game was purchased.
- Name and address of a store where you would like to see SSI products sold.
- If you wish to be placed on our mailing list and have never completed this card before, please write your name, address and phone number.  
 ( ) ( ) ( )
- Due the game was purchased.





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# BATTLES OF NAPOLEON

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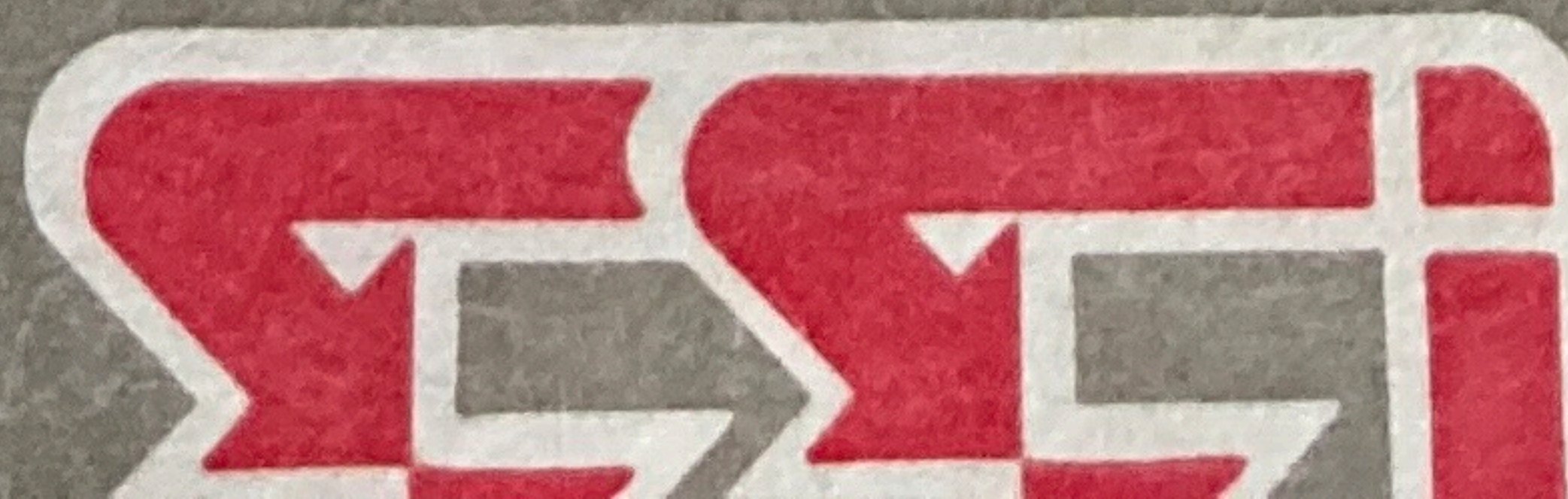
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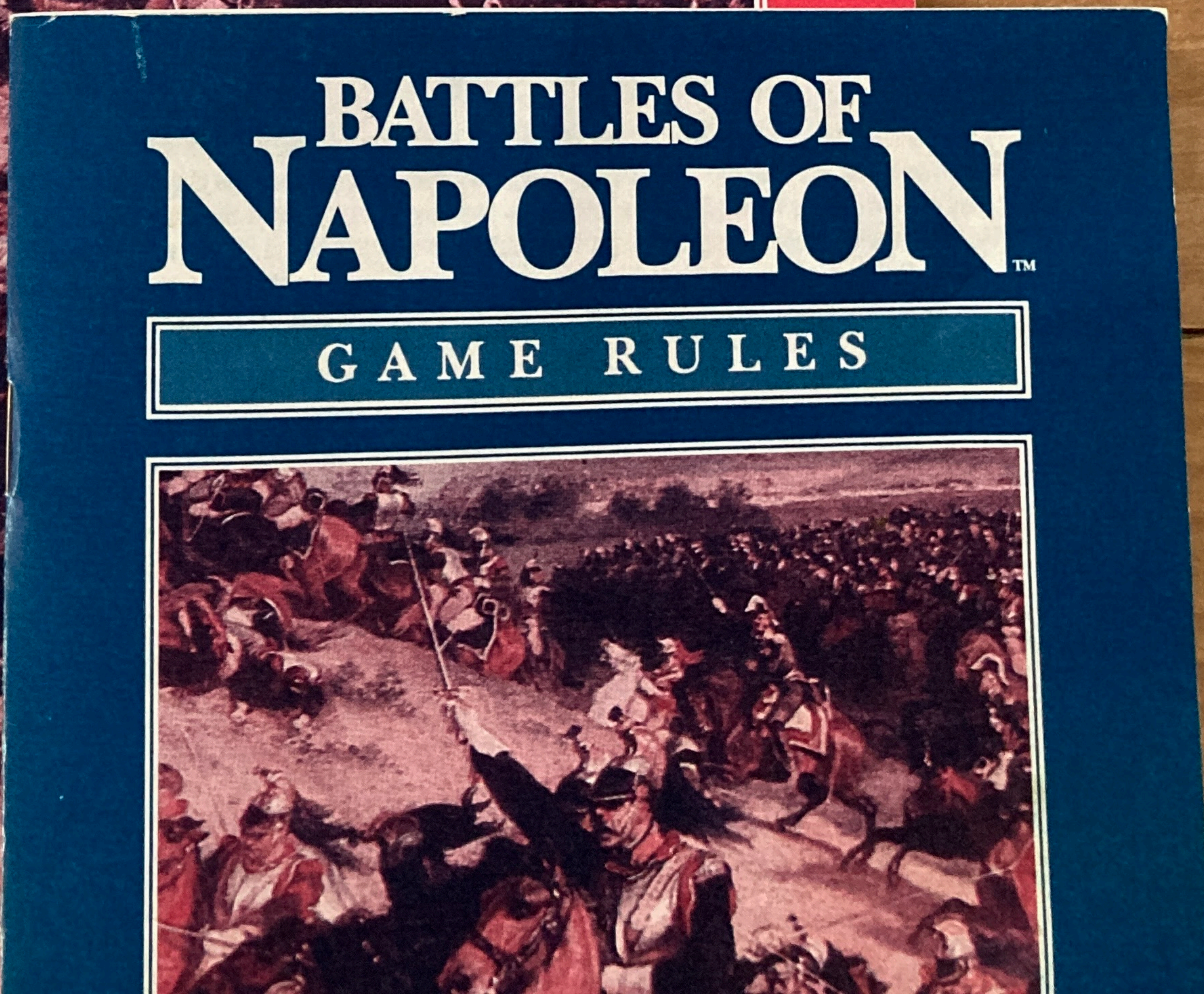
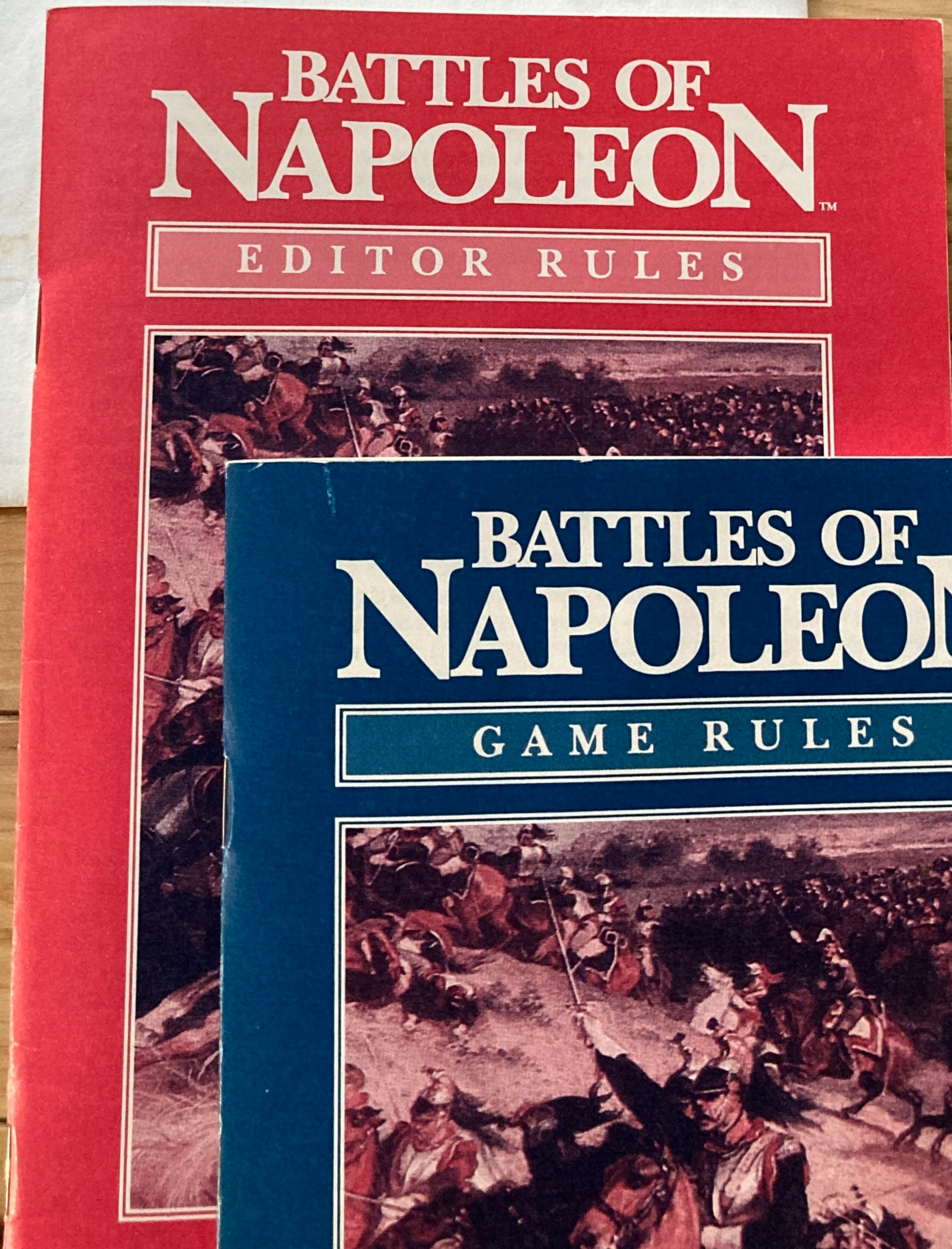
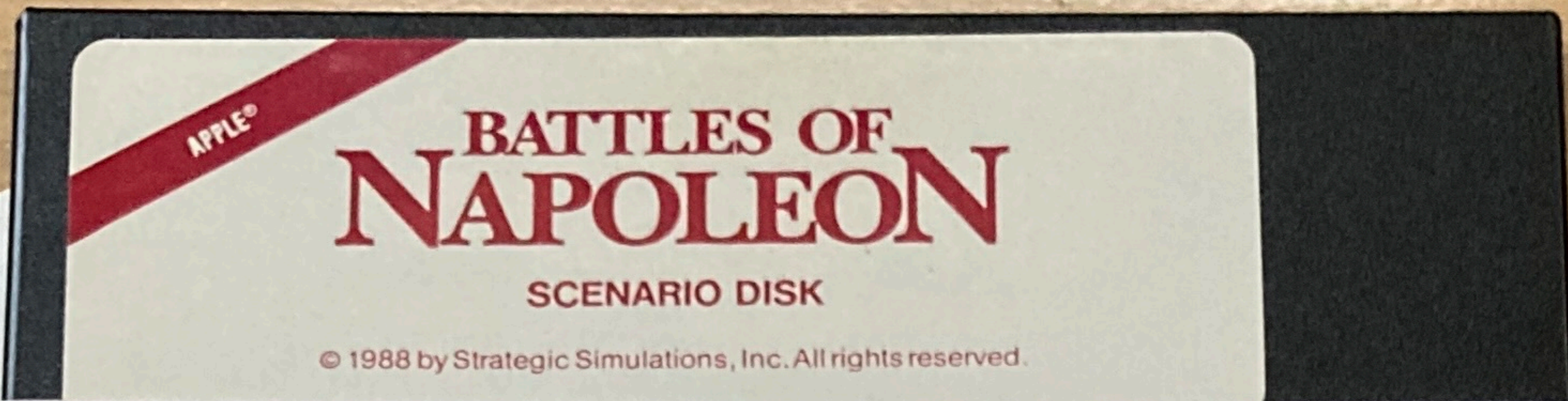
# BATTLES OF NAPOLEON

GAME DISK

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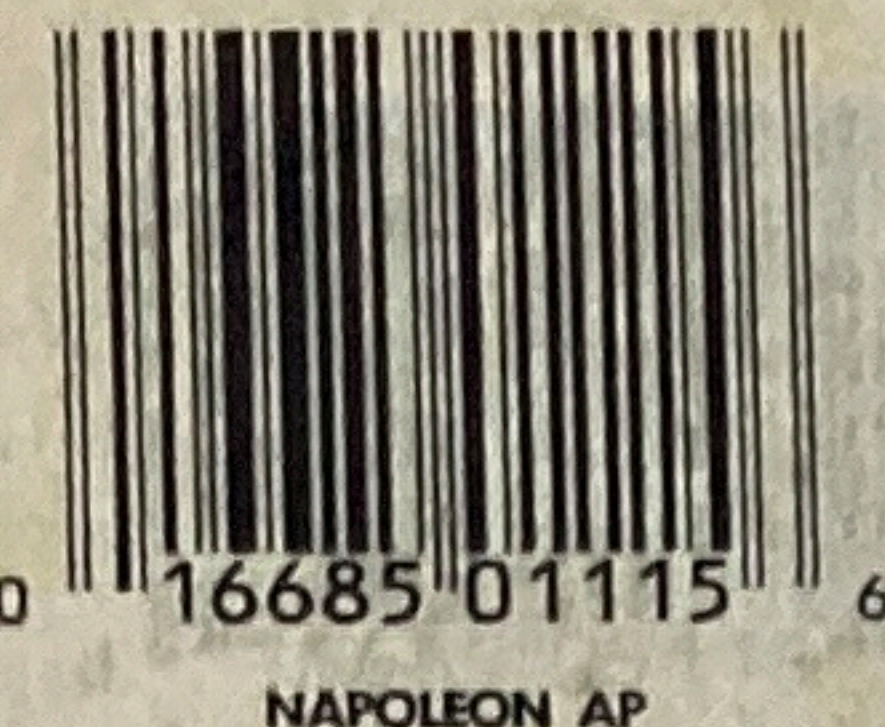
11. Date the game was purchased: \_\_\_\_\_



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1. What game is this card from?  
8. Where did you purchase this game?  
1) ☐ computer store 5) ☐ department store  
2) ☐ software store 6) ☐ SSI direct  
3) ☐ toy/hobby store 7) ☐ other mail order  
4) ☐ bookstore 8) ☐ other  
Name, city, and state of store where game was purchased: \_\_\_\_\_
2. What computer version was purchased?  
3. Which disk format was used?  
☐ 3 1/2" ☐ 5 1/4"
4. Please rate the following aspects of the game  
(9 = excellent, 1 = poor):

tion until they finally melt away and retreat or rout from the battlefield. It is in this phase, and the melee phase, that the battle is usually decided.

As in the Artillery Fire Phase, the order in which units fire is determined by Readiness level (see section 8.4) and by a random factor. Firing units must have 1 OP point available during the Combat Phase in order to fire.

## 7.4 Melee Phase

Melee is a form of combat where large formations of men, with bayonets (long blades attached to the ends of their muskets and rifles) and sabres engage in hand-to-hand combat and extremely close range fire combat with enemy formations. It is usually very lethal and yields huge casualties, even for the attacker. The primary factor in melee combat is the number of men on each side. Obviously, if one side has five times as many men as the other, then that side is likely to win the melee. As with fire combat, there are many modifiers that affect the combat result (see the Melee Modifier chart in section 20.6).

Cavalry melee occurs before infantry melee and is just as lethal. Cavalry units usually have very high melee factors and can often destroy entire enemy units when they attack "en masse". Cavalry melee is resolved first because even if friendly infantry wanted to involve themselves in a melee with friendly cavalry, it is just too dangerous. Therefore, if an enemy unit is targeted for melee by both friendly cavalry and friendly infantry, the cavalry attack will go first and then the infantry attack will go, assuming that there are any defenders remaining.

Units that are forced to retreat during the Artillery fire Phase cannot be attacked during the Melee Phase.

Remember that a unit must have two OP points remaining, above and beyond the OP point required to fire, in order to melee an enemy unit.

Artillery units may never initiate a melee. When they are defending against melee and they are limbered, they defend at a reduced strength.

## 7.5 Fire Effects

When a unit takes casualties, it may lose Efficiency. This has the result of a lowering of Morale. In addition to the Efficiency and Morale loss, a unit may also gain Disruption levels. The more casualties a unit takes, the higher the amount of Efficiency lost and Disruption gained. When Disruption reaches a certain level, the unit may retreat or even rout.

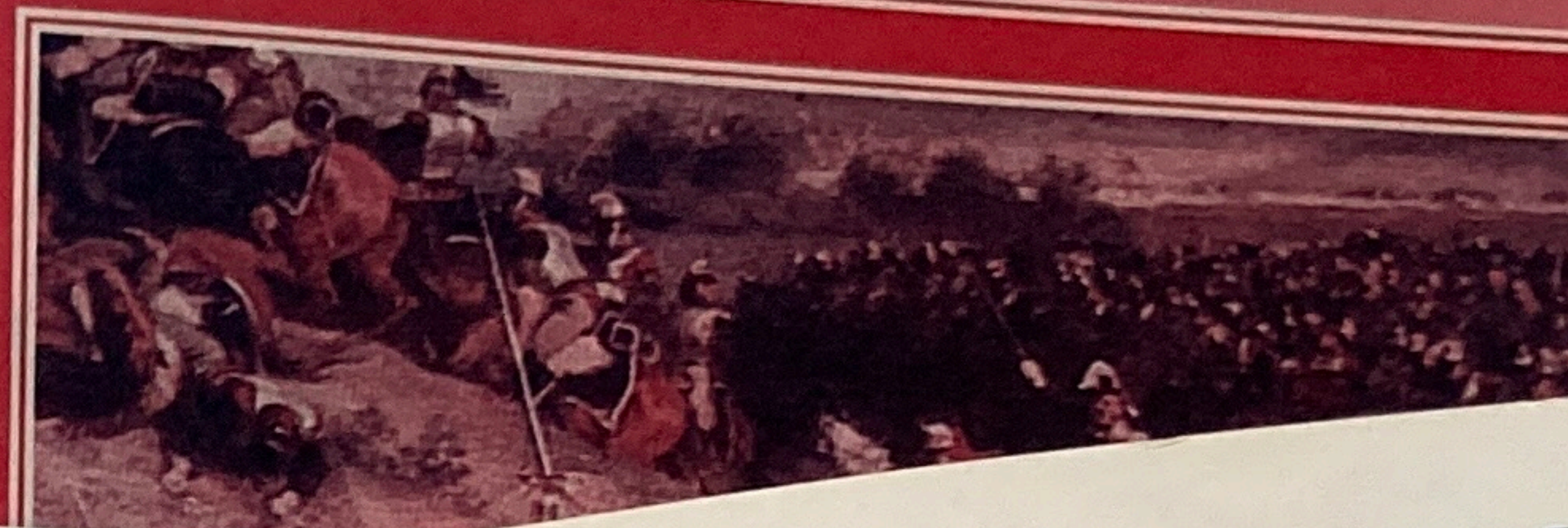
### 7.51 RETREAT

When a defending unit retreats, as either a result of fire combat or melee combat, it moves 3 squares in a direction generally away from the enemy (attackers retreat only 1 square). The act of retreating will cause the unit to lose Efficiency. Retreat is not voluntary. Units that are forced to retreat will also take additional casualties if the unit is forced to retreat through an enemy ZOC.

If a retreating unit retreats through a friendly unit, or even a square adjacent to a friendly unit, it is possible to cause that friendly unit to gain a Disruption Level and/or lose Efficiency. If this Disruption Level causes that unit to go up to three or more Disruption Levels, then that unit may also be forced to retreat. This can cause a "zipper" effect where a few retreating units can cause other units to retreat with them, even though those other units may not have had a single shot fired at them. This has a pronounced effect on the battle and forces players of this game to move heavily disrupted units further to the rear to rest lest they become routed by other units running away.

Units that are within three squares of an enemy unit will always retreat straight back, even through friendly forces. Once past the three square limit, retreating units will attempt to avoid running over friendly units, when possible. In addition, when a unit reaches a range of three squares from enemy units, their retreat will no longer cause friendly units to disrupt or lose Efficiency.

# EDITOR RULES



Units in redoubts are immune to the above effects of having friendly units retreat through/by them. In addition, units in redoubts will not retreat unless routed.

A cavalry unit which ends its turn in an enemy ZOC and is not in charge or countercharge mode will automatically retreat.

In determining which units retreat first and which units advance first, the order is based on whether it is the Allied turn or the French turn. The Allied units retreat first if it is the French turn, and vice versa. Thus, defending units usually are forced to retreat first.

### 7.52 ROUT

Routing is the state a unit is in when everyone in the unit is running for his life. The unit has no formation or cohesion and is simply trying to get out of the battle. Units rout when they reach Disruption level 5 (note that artillery never routs, it just retreats).

Routed units will retreat seven squares during the phase in which they rout, and will continue to rout 2 additional squares each succeeding combat phase until they rally. In addition, all units that were in the same square as the routing unit lose Efficiency when the unit routs (see 7.51).

Units that are routing will follow the same retreating path as they would if they were retreated and with the same rules. This means that they will not even attempt to avoid friendly units until they are 3 squares from the enemy.

Routed units may not fire and are virtually helpless in melee combat. A routed unit which is attacked will rout again, retreating seven additional squares.

Units which rout while in an enemy ZOC will lose a number of casualties to capture.

### 7.53 ADVANCE

Units which caused an enemy unit to retreat will advance into the vacated square if their advance flag was set to Y. See 6.433 for advancing rules on cavalry.

The phasing player's units advance first during the advance phase. This means that during the French turn, the French units will advance first. This is directly opposite of the retreat order (see 7.51).

## 8.0 DISRUPTION, READINESS, MORALE, FATIGUE, AND EFFICIENCY

### 8.1 Fatigue

A unit's Fatigue rating is an indication of how tired it is. Fatigue directly affects combat, as is seen in the Fire/Melee Strength Modifier Table (see section 20.6). Fatigue is gained by moving, firing, meleeing, and several other actions, as are summarized in the Fatigue Table (see section 20.9).

Fatigue is lost by having unused OP points left after the combat phase. Each two OP points remaining reduces Fatigue by two points (except if the unit in question is in an enemy ZOC, in which case no Fatigue is recovered).

Since Fatigue is one of the two factors that determine a unit's Morale, and thus its susceptibility to retreat and rout, it is very important to let units that are very tired rest whenever possible. Tired units will not fight as well and may rout when you can least afford it.

One special note about Fatigue is that artillery units that are extremely tired (more than 20 Fatigue) have a 50% chance of receiving no ammo resupply during the ammo phase. This is to represent that ammunition became a major factor during long bombardments. Players must remember to have their tired artillery cease firing until their ammunition levels can be replenished and their Fatigue can be reduced.

### 8.2 Morale

A unit's Morale is equal to its Efficiency minus its Fatigue. Morale directly affects how quickly a routed unit will rally, and how much Disruption a unit gains from being subjected to fire and melee combat. Since Morale is calculated from Efficiency and



understand and Borodino.  
of fun involves skirmishers,  
s and infantry squares, look no  
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## LEADER TRANSFER MENU

In this menu, reached by accessing a unit with the (space bar) during the Leader Transfer Phase, you are given several options that permit you to examine the units in a leader's command, transfer a leader from one unit to another, and highlight the entire command to allow easy evaluation of the Command Control situation.

**(I)nverse** -- allows you to highlight the entire command for a given leader. This is the same as the highlight command in the Objective phase (see section 5.0).

**(L)eader** -- permits access to a sub-menu where leaders may be transferred.

**(N)ext** -- allows rapid scrolling through all friendly units.

**(Q)uit** -- takes you out of the selected unit and back to cursor movement.

**(U)nit** -- gets the next unit in the same square. This function is the same as the function in the Command Menu.

## MENU

**(N)** = Used to order your unit to hold its fire until the last possible moment. It is primarily used to prevent your units from firing, and thus tiring themselves and expending ammunition, until an enemy unit is adjacent to your unit. Selecting this option will put a NO FIRE reading in the unit's fire section. You cannot prevent a unit with ammunition from firing in its own defense if an enemy unit is adjacent to your unit. Therefore, the NO FIRE option will be ignored if a unit has a enemy target adjacent to it.



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Mountain View, CA 94043

## 20.0 CHARTS AND TABLES

### 20.1 Editor Tables

#### TYPE 1:

#	TYPE
0	Infantry
1	Cavalry
2	Artillery

#### TYPE 2:

#	TYPE
0	<b>LN (Line)</b> -- Normal line units of any type (infantry, cavalry or artillery)
1	<b>LT (Light)</b> -- Light units, either infantry or cavalry -- Normally all skirmishers if infantry
2	<b>HV (Heavy)</b> -- Heavier cavalry units, such as Heavy Dragoons or Cuirassier, or heavy artillery
3	<b>FT (Foot)</b> -- Foot artillery (the guns were towed by horses but the gunners usually walked)
4	<b>HS (Horse)</b> -- Horse artillery (both the guns and the gunners were transported by horse)
5	<b>OG (Old Guard)</b> -- Crack French Imperial Guard troops -- The best French infantry
6	<b>MG (Middle Guard)</b> -- Crack French Imperial Guard The next best French infantry
7	<b>YG (Young Guard)</b> -- Lower quality skirmishers, these troops were Guards only in name
8	<b>GR (Grenadier)</b> -- Elite infantry
9	<b>JG (Jaeger)</b> -- German or Russian skirmish infantry
10	<b>LW (Landwehr)</b> -- Levy infantry, generally of very poor quality
11	<b>MI (Militia)</b> -- 3rd rate troops, they were poorly equipped and trained
12	<b>MD (Medium)</b>
13	<b>KG (King's German Legion)</b> -- German troops employed by the British
14	<b>FU (Fusilier)</b> -- Non-elite infantry
15	<b>HI (Highland)</b> -- Scottish troops employed by the British
16	<b>RI (Rifle)</b> -- Infantry armed with a rifle, as opposed to the normal musket
17	<b>GD (Guard)</b> -- Elite troops of any nationality were generally referred to as Guards

#### TYPE 3:

#	TYPE
0	<b>CH (Chasseurs)</b> -- Light cavalry
1	<b>HU (Hussars)</b> -- Light cavalry
2	<b>LA (Lancers)</b> -- Light cavalry armed with lances to assist in melees against bayonet armed infantry
3	<b>DR (Dragoon)</b> -- Cavalry often armed with muskets as well as sabres
4	<b>CU (Cuirassier)</b> -- Heavy cavalry, armed with sabres and armored
5	<b>CA (Carabiniers)</b> -- Heavy cavalry
6	<b>CR (Corps Reserve)</b> -- Artillery units designated as Corps Reserve
7	<b>HV (Heavy)</b> -- Used with any troop type needing a Heavy Designation
8	<b>FI (Field)</b> -- Used to differentiate horse artillery from field artillery
9	<b>GR (Grenadier)</b> -- Elite infantry
10	<b>ED (Empress Dragoons)</b> -- Elite Heavy Dragoons
11	<b>PL (Polish Lancers)</b> -- Used by the French, the Polish were the first lancers
12	<b>DL (Dutch Lancers)</b> -- Light Dutch cavalry armed with lances
13	<b>GE (German)</b> -- German troops
14	<b>HU (Hungarian)</b> -- Hungarian troops
15	<b>CV (Chevauleger)</b> -- A generic term referring to Light Cavalry
16	<b>UH (Uhlans)</b> -- Light cavalry
17	<b>PT (Position)</b> -- Positioned artillery, such as the Austrians sometimes used
18	<b>RR (Regimental Reserve)</b> -- Reserve artillery
19	<b>FA (Fast)</b> -- Horse artillery that are treated more like foot because of lack of training
20	<b>MU (Musketeer)</b> -- Russian line infantry
21	<b>FU (Fusilier)</b> -- Non-elite infantry
22	<b>JG (Jaeger)</b> -- German or Russian skirmish infantry
23	<b>CO (Cossack)</b> -- Russian light cavalry that was skilled in "harassment" attacks
24	<b>HO (Household)</b> -- British elite cavalry
25	<b>RD (Royal Dragoon)</b> -- British elite cavalry, but armed only with sabre (unlike normal Dragoons)
26	<b>LD (Light Dragoon)</b> -- Light cavalry
27	<b>GD (Guard)</b> -- Elite troops of any type
28	none

#### NATIONALITY:

#	NATIONALITY	#	NATIONALITY
0	FR (France)	10	RU (Russia)
1	SW (Switzerland)	11	PR (Prussia)
2	NI (Northern Italy)	12	GB (Great Britain)
3	NA (Naples)	13	SP (Spain)
4	WE (Westphalia)	14	NE (Netherlands)
5	PO (Poland)	15	HA (Hannover)
6	BA (Bavaria)	16	BW (Brunswick)
7	WU (Wuttenburg)	17	PG (Portugal)
8	SA (Saxony)	18	SD (Sweden)
9	AU (Austria)		

#### BATTLE TIME:

MONTH	MONTH #	START TIME	END TIME	HOURS OF COMBAT
JAN	1	6:00	18:00	13
FEB	2	6:00	19:00	14
MAR	3	5:00	19:00	15
APR	4	5:00	20:00	16
MAY	5	4:00	20:00	17
JUN	6	4:00	21:00	18
JUL	7	5:00	21:00	17
AUG	8	5:00	20:00	16
SEPT	9	6:00	20:00	15
OCT	10	6:00	19:00	14
NOV	11	7:00	19:00	13
DEC	12	7:00	18:00	12

NOTE: \* Cavalry may not charge at night. \* Night turns last one turn between the end time of one day and the beginning of another day. \* All movement and combat actions cost double OP points at night. \* LOS is restricted to a maximum of 3 squares at night.

### 20.2 Terrain Table

Terrain Type	Terrain Elev.	Terrain #
Bridge - Horizontal	1	15
Bridge - Horizontal	3	16
Bridge - Vertical	1	17
Bridge - Vertical	3	18
Clear	1	0
Clear	3	1
Fields	5	2
Fields	1	9
Fields	3	10
Hilltop	5	11
Hilltop	3	61
Redoubt - Horizontal	5	62
Redoubt - Horizontal	1	80
Redoubt - Horizontal	3	81
	5	82

#### FORMATION:

#	FORMATION
0	Line (Infantry)
1	Column (Infantry)
2	Square (Infantry)
3	Charge (Cavalry)
4	Counter-Charge (Cavalry)
5	Limbered (Artillery)
6	Unlimbered (Artillery)
7	Normal (Cavalry)
8	Rout (Cavalry and Infantry)
9	Dismounted (Cavalry (Non-sabre armed only))
10	Open (All)

#### DATE OF BATTLE:

DATE	YEAR OF BATTLE	DATE	YEAR OF BATTLE
1805	0	1811	6
1806	1	1812	7
1807	2	1813	8
1808	3	1814	9
1809	4	1815	10
1810	5		

Terrain Type	Terrain Elev.	Terrain #
Redoubt - Vertical	1	77
Redoubt - Vertical	3	78
Redoubt - Vertical	5	79
Ridge - Horizontal	2	37
Ridge - Horizontal	4	38
Ridge - Left to Lower	2	45
Ridge - Left to Lower	4	46
Ridge - Left to Upper	2	41
Ridge - Right to Lower	4	42
Ridge - Right to Lower	2	47
Ridge - Right to Upper	4	48
Ridge - Right to Upper	2	43
Ridge - Vertical	4	44
Ridge - Vertical	2	39
	4	40

continued...



DISRUPTION LEVEL: 0  
EFFICIENCY: 88 (88)  
FACILITY FACTOR: 4  
AMMO: 7  
MORALE: 82  
FATIGUE: 6  
MELEE: NO  
FORMATION LINE  
FROM: RUS  
COMMAND CONTROL: 29  
ADVANCE: YES  
ROAD MODE: NORMAL  
NO PLOT

Statistics of a French battalion  
the Battle of Auerstaedt.

further than BATTLES OF NAPOLEON!

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9. Name and address of a store where you would like to see SSI products sold:

10. If you wish to be placed on our mailing list and have never completed this section before, please write your name, address and phone number:

11. Date the game was purchased:

6. How many other SSI games do you own?

7. Where did you learn about this game?

5. Please comment on this game. Include games you would like to see in the future.

## CURSOR MENU COMMAND SUMMARY

- (0) = Centers the map at the cursor (5 for keypad option)
- (1-8) = Moves the cursor in the desired directions according to the Movement Compass (1-9 for the keypad option)
- (C)ombat = Starts the Combat Phase
- (O)ther Map = Toggles between the Tactical Map and the Strategic Map
- (Space Bar) = Accesses the unit under the cursor. If two or more units are in the square, the top unit is the one accessed (with this key, you exit the Cursor Menu and enter the Command Menu)
- (T)errain = Removes the unit shapes from the map to reveal the terrain underneath
- (V)iew = Highlights all the squares that a unit in the cursor's square could see in a given direction
- (W) = Highlights all of the victory squares for each side.
- (Z) = Go to the last square in which a unit was accessed. This is to allow you to go quickly back to examine a previously examined unit.

## FIRE MENU

- When in the Fire Menu, several options will be available:
- (V) = Allows you to illuminate all squares within the LOS and firing range of the unit and its weapons. This is useful for figuring out which enemy units can be seen by the unit and which squares the unit cannot see because of terrain or other restrictions.
  - (T) = Used to give a specific target to a unit. If the targeted unit is not in your unit's LOS, you will get a message to that effect. When this key is pressed over a legitimate target square, the unit will change its fire plot on the Command Menu Information Area to read the X,Y coordinates of the square you just selected. Note that it is possible to target a square that is currently empty in order to cover a specific location. If, in the enemy's subsequent Operation Phase, the enemy moves a unit into that square, it will automatically be targeted by your unit.
  - (E) = Returns you to the Command Menu with a NO PLOT reading in your fire section of the Command Menu Information Area.

## LEADER TRANSFER MENU

- In this menu, reached by accessing a unit with the (space bar) during the Leader Transfer Phase, you are given several options that permit you to examine the units in a leader's command, transfer a leader from one unit to another, and highlight the entire command to allow easy evaluation of the Command Control situation.
- (I)nverse -- allows you to highlight the entire command for a given leader. This is the same as the highlight command in the Objective phase (see section 5.0).
  - (L)eaders -- permits access to a sub-menu where leaders may be transferred.
  - (N)ext -- allows rapid scrolling through all friendly units.
  - (Q)uit -- takes you out of the selected unit and back to cursor movement.
  - (U)nit -- gets the next unit in the same square. This function is the same as the function in the Command Menu.



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## COMMAND MENU COMMAND SUMMARY

- This is simply a summary of all of the commands available from the Command Menu. Although not all of them have been explained in this section, the brief description below will tell you where to find more detailed information on the command. They are listed here for convenience:
- (0) -- This command centers the map on the unit (the command is "5" if using the alternate keypad).
  - (1-8) -- moves the unit in the desired direction as indicated by the movement compass at the bottom right of the screen ("1-9" for alternate keypad users)
  - (A)dvance sets the unit to advance into a square vacated by the retreat of enemy unit(s) in front of the advancing unit. To be eligible to advance, that friendly unit's fire or melee combat must have caused the enemy unit to retreat. As this is a toggle, if the ADV: flag is already set to Y, pressing the "A" key again will set it back to N (see section 6.42).
  - (D)irection permits you to change the facing of the accessed unit (see section 6.36).
  - (F)ire calls up the Fire Menu which permits the giving of fire commands (see section 6.41).
  - (G) changes the cavalry auto-retreat toggle (see section 6.434). For infantry units and artillery units, it changes the unit's Road Mode status from Normal to Road (see section 6.351).
  - (H) increases the number of skirmishers out by 25% of the total skirmishers in the unit until 100% is reached. Once 100% are out, pressing the "H" key again resets the % out to 0% (see section 6.354).
  - (I)nverse allows the accessing of a higher level of organization to give certain fire orders to all units of that formation. A sub menu allowing you to select NO PLOT or NO FIRE orders for the entire organization. Units accessed may be from regiment through army (see section 6.41).
  - (J) highlights the accessed unit's objective square (refer to section 5.0).
  - (K) orders skirmishers out of the unit. If skirmishers are already out, they are then ordered back in by this command. This also causes the SKRM number on the Infantry Command Menu to be highlighted.

- (M)elee plots the unit to melee any enemy units in the square that the unit faces. If the unit is already under orders to melee, pressing this key will order to UNIT NOT to melee (see section 6.42).
- (N)ext accesses the next friendly unit in the Order of Battle (see section 12.1).
- (Q)uit exits from the unit to the Cursor Menu (see section 6.1).
- (R) switches the unit between frontline status and non-frontline status (see section 6.341).
- (S)elect formation allows you to change formation for the unit in question. The types of formation available to the unit will be automatically listed and offered to you (see section 6.35).
- (SPACE BAR) switches between the Command Menu pages for the currently accessed unit. This is a toggle so hitting the SPACE BAR again will return you to the 1st page of the Command Menu (see section 6.32).
- (T)errain removes the unit shapes from the map allowing you to examine the terrain underneath.
- (U)nder allows you to access the next unit in the square. If selected when there is only one unit in a square, it will result in no response.
- (V)iew highlights all squares that the currently accessed unit can see and fire at with its weapons (see section 6.41).
- (W) highlights all victory squares on the map, first for one side and then for the other.
- (X) force marches the unit, adding 1 OP point at a cost of adding 6 Fatigue points.
- (Z) aborts all of the orders given to the currently accessed unit since its most recent access. If you (Q)uit a unit and then pick it back up, you may not abort any previously given orders (see section 6.32).



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## Questions or Problems?

Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game and/or rules. Both numbers can be called every workday, 9 to 5 Pacific Time.